

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A system for avoiding a network address collision, the system comprising:

a server for distributing addresses for accessing a target network;

an originating network;

a computer connected to the originating network, the computer identified on the originating network with a first address, the first address having a first network address, the computer requesting a connection to the target network, the server returning a second address having the second network address to the computer in response to the computer's request, the computer comparing the first and second network addresses to determine whether there is a conflict, upon making a determination of a conflict between the first and second network addresses, the computer reporting that the second network address is in conflict, wherein

the server is a virtual private network (VPN) server and generates a different network address in response to the computer's report by selecting the different network address from a pool of pre-defined addresses.

Claims 2-6 (Cancelled)

7. (Currently Amended) A method for avoiding a network address collision, the method comprising:

identifying a computer on an originating network with a first address, the first address having a first network address;

requesting a connection to a target network through a virtual private network (VPN) server;

returning a second address having the second network address in response to the request step;

comparing the first and second network addresses to determine whether there is a conflict; and

reporting that the second network address is in conflict, upon making a determination of a conflict between the first and second network addresses; and

generating a different network address in response to the reporting by selecting the different network address from a pool of pre-defined addresses.

Claims 8-12 (Cancelled)

13. (Currently Amended) A computer readable medium whose contents cause a computer system to avoid a network address collision, the computer system having a client program and a server program, the computer system performing the steps of:

identifying a computer on an originating network with a first address, the first address having a first network address;

sending a request for a connection to a target network by the client program through a virtual private network (VPN) server;

receiving a second address having the second network address at the client program in response to the request;

comparing the first and second network addresses by the client program to determine whether there is a conflict; and

reporting to the server program that the second network address is in conflict, upon making a determination of a conflict between the first and second network addresses; and

generating a different network address by the server program in response to the reporting by selecting the different network address from a pool of pre-defined addresses.

Claims 14-18 (Cancelled)